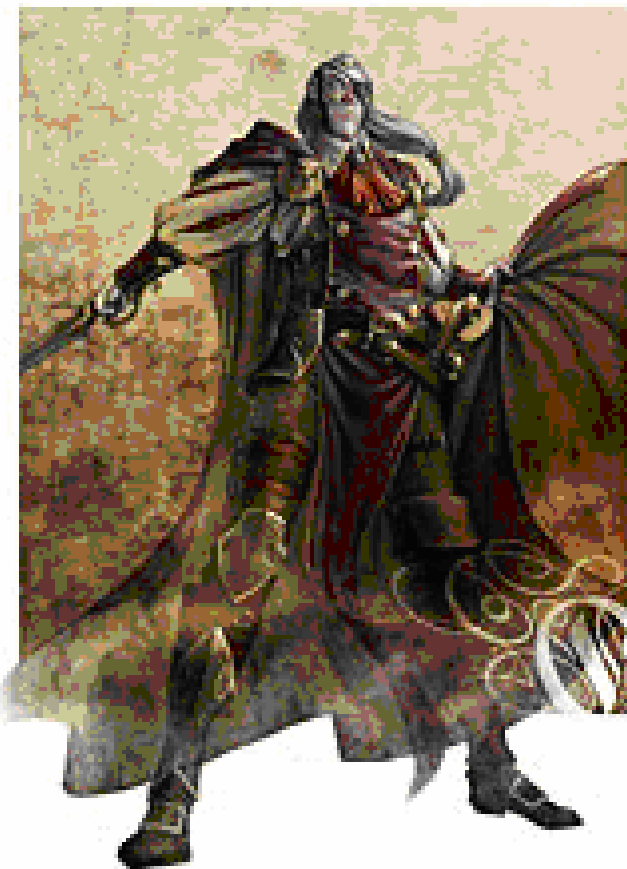


STARFALL

Skirmish Rules

Version 2.1



CHARACTERS

Character Creation

- | | | | | |
|-------------------------------------|-----------------|--|------------------|--|
| 1. GM Discussion, Character Outline | 2. Assign Stats | 3. Character Attributes, Character Defects | 4. Select Skills | 5. Characteristics (Derived and Heroic), Background Points |
|-------------------------------------|-----------------|--|------------------|--|

Starting Character Points

Characters are assigned a certain number of Character Points to begin creating their characters, dependent on how important they are to the story.

Pawns are the cannon fodder in the story, meant to be killed in large numbers, or young heroes who have yet to prove their worth. They begin with 20 or less Character Points.

Knights are the 'sergeants' of the world, with the potential to make a difference in specific situations but with a limited area of influence. Most beginning PCs fall into this category. They begin with 40 Character Points.

Rooks are established heroes in Starfall, with a reputation and contacts in 1 or more cities, or a general area. They begin with 60 Character Points.

Bishops are leaders of tribes or minor organizations, who are able to draw on limited resources to effect changes in a small area of the world. They begin with 90 Character Points.

Queens are the movers and shakers of the world, leaders of countries or powerful organizations. They begin with 120 Character Points.

Kings are characters that are powerful enough in their own right to operate quite independently from nations or organizations. They are able to call on world-spanning resources to solve problems, and their actions have fundamental consequences for the history of StarFall. They begin with 200 Character Points.

Stats

Body Stat (Bod) measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity and ability to withstand trauma.

Mind Stat (Mind) represents a character's mental abilities. High values indicate intelligent, witty and quick learning characters.

Soul Stat (Soul) represents willpower, determination and spirit and can sometimes represent psychic power, empathy and unity with nature. A high rating in the Soul Stat helps a character focus his or her personal energies or life force to go beyond his or her normal limits and to power special magics.

All characters begin with 1 in every Stat.

Players may use the Character Points assigned to them to increase scores in each Stat. Costs are listed below:

Stat Level	Cost (Character Points)
2	1
3	2
4	4
5	6
6	9
7	12
8	16
9	20
10	25

Attributes

Attributes are innate talents or abilities. Character Points remaining after Stats have been purchased may be used to buy Attributes.

The list of available attributes, their Point Cost per level, associated Stat and Type are listed below:

Attributes	Point Cost /Level	Stat	Type	Details
Animal Friendship	2	Soul	Normal	Handle Animal check to befriend hostile animals; -1 for groups of 2, 3-4, 5-8 and 9-16 animals Att level bonus to Handle Animal check
Appearance	2	Body	Normal	Att level bonus to Diplomacy check Att level-3 bonus to Art of Distraction level
Art of Distraction	2	Body or Soul	Normal	Distract or motivate individuals or groups Att level bonus to Bluff and Perform checks Att level to distract 1, 2, 10,

				50, 200 and 1000 individuals Att level to motivate 10, 20, 50, 75 and 95% of audience
Astral Projection	6	None	Magical	Astral body which is invisible and intangible to all except those with special senses or other astral travelers Att level to move at normal, 2, 10, 100, 1000 and 10000 times character speed
Aura of Command	4	Soul	Normal	Att level increase to Leadership checks and Courage Att level to inspire 1, 2, 10, 50, 200, 10000 people
Combat Mastery	5	None	Normal	Automatic proficiency in all melee or ranged weapons Att level increase to Fight or Shoot
Contamination	2-4	None	Magical, Racial	May pass on a curse, 2 Pt/Lvl contamination is difficult with victim willing, unconscious or restrained, 4 Pt/Lvl contamination is easy, through scratch Att level transformation occurs over several months, weeks, days, hours, min and rounds
Damn Healthy!	8	None	Normal	Character increases in Wounds Att level increase in Wounds
Dimensional Portal	4, 6, 8	None	Magical	Pocket Dimension 4 Pt/Lvl if single fixed portal, 6 Pt/Lvl if portal is in a mobile location, 8 Pt/Lvl if portal can be accessed from any particular class of objects, 1 Pt per additional

Elasticity	1	Body	Racial	Att Level 1 flexibility in 1 or 2 body parts Att Level 2 flexibility in entire body Att Level bonus to wrestling
Electronic Counter Measures	1	Mind	Paranormal	Opposed Mind check to block Sensors Att Lvl for range to be personal, room, village, town, state, region
Environmental Control	2-4	Mind	Paranormal	Affect environmental conditions such as light (2 Pt/Lvl), heat (2 Pt/Lvl for increasing or decreasing only, 2 Pt/Lvl for both), darkness (2 Pt/Lvl for partial darkness or 4 Pt/Lvl for full darkness), silence (2 Pt/Lvl for a barrier or 4 Pt/Lvl for area) or weather (4 Pt/Lvl if general, 2 Pt/Lvl if specific – Att roll to control) Att level to affect small room, modest area, local area, regional area, large area or entire region
Exorcism	2	Soul	Paranormal	Opposed Att check vs Soul to stop outsider from attacking; Outsider loses 1 Will point
Extra Arms	2	None	Racial	Att level to possess 1, 2-3, 4-8, 9-12, 13-20, 21-50 extra arms
Extra Attacks	8	None	Normal	Att level of extra Attacks
Fate	4	None	Normal	Character is a Hero and may have Fate points Att level of Fate points
Features or	2	None	Racial	Att level for 1, 2-3, 4-6, 7-

Accessories				12, 13-20, 21-50 minor accessories or features
Flight	6-8	None	Universal	8 Pt/Lvl if hover, 6 Pt/Lvl if like an airplane Reduce by 2 Pt if Skimmer/Hovercraft, 4 Pt if Glider Fly x2 normal speed each Att level
Flunkies	2	Soul	Normal	Flunkies built on 10 Character Points. They always accompany character; character does not have to make Break Test when Flunky or similar type dies. Att Lvl to control 1, 2, 3-4, 5-7, 8-12, 13-20 Flunkies
Focused Damage	2-3	None	Normal	Specialised increase in damage against either a special situation or against a specific type of foe Att Lvl increase in dmg
Force Field	4, 6, 8	None	Paranormal	Usually max Att level 1 2 Pt/Lvl for 2-dimensional wall, 4 Pt/Lvl for self, 6 Pt/Lvl to protect those in contact Att Lvl increase in D Attacks that penetrate the Force Field reduce D bonus by 1 for skirmish Att Lvl +1 for abilities Blocks Incorporeal, Blocks Teleport, Field Penetrating (neutralizes opposing force field of lower Lvl), Offensive (2 abilities, Str1 hit for any one in contact) Att Lvl-1 for disabilities Both direction, Internal (only usable inside a

Gun Bunny	2	None	Normal	Dead Eye – half range and called shot penalties Lightning Draw – may throw or shoot while charging Portable Armoury – May freely change to any specialized ranged weapon or ammunition; still needs to be bought under the Personal Gear Attribute Steady Hand – Does not suffer shooting penalty from a moving mount or platform Two Guns – May reduce 2 weapon throwing to -1. Weapon Encyclopedia – May know all details about any ranged weapon Att level to possess number of Gun Bunny abilities
Healing	4	Body or Soul	Paranormal	May heal wounds Att level in Wounds per day
Heavy Armour	5	None	Technological	Usually max Att Lvl 1 Character has heavy armour May reduce Att cost by 1 if half armour or 2 if hauberk armour Reduce Def bonus by half if not obvious May be optimized for particular attack form such as Electricity, Cold, Laser Beams, Fire/Heat but

				provide no protection against other forms of attack Att bonus to Def
Heightened Awareness	2	Body or Mind	Normal	+ Att level x2 to Skill checks relevant to sensory awareness
Heightened Senses	2	Body	Racial	May take same sense twice, doubling effect Att level in senses heightened +4 to Skill check related to sense, or may make checks beyond human capabilities
Illusion	4-12	Mind	Paranormal	X Pt per lvl fools x/2-1 senses +1 Pt for +1 Illusion Att level to create illusion the size of person, room, house, neighbourhood, village, town
Insubstantial	8	None	Paranormal	May be self only or change willing targets Liquid Form – Physical attacks half strength Gaseous Form – Physical attacks 1/5 strength Incorporeal Form – Physical attacks cause no damage Att Level 1 – natural state is Liquid, Gaseous or Incorporeal 2, 3, 4 – May switch between solid and liquid, gaseous and incorporeal at will 5, 6 – May switch between any 3 or 4 forms at will
Invisibility	6, 10, 14	None	Paranormal	6 Pt/Lvl Invisible only to sensors, 10 to normal sight, 14 to both sensors and normal sight May not be spotted and

Item of Power	4	None	Paranormal	Att level for x5 CPs in item
Jumping	2	Body	Racial	Att lvlx2 bonus to Jump checks Att level to jump up to 5, 10, 25, 50, 100, 500 times
Kensei	2	None	Normal	Blind-Fighting – no penalties when attacking in poor or no light Chanbara Master – Opponent is considered knocked to the ground if character wins a fight when charging Judge Opponent – Can judge opponent's Stat line without seeing opponent fight Katanaspace – May hide any weapon which will be unnoticeable without an actual Search at -3 penalty Lightning Draw – May draw a sheathed weapon and attack at the same time without penalty Precise Stroke – Half penalty when making a precise attack Two Weapons – Penalty from using 2 weapons is halved

				Att level to possess number of Kensei abilities
Life Support	2	None	Paranormal	Lvl 1 Protected in environment without breathable air Lvl 2 Protected without regard to external environment
Light Armour	4	None	Technological	Usually max Att Lvl 1 Character has light armour May reduce Att cost by 1 if half armour or 2 if hauberk armour Reduce Def bonus by half if not obvious May be optimized for particular attack form such as Electricity, Cold, Laser Beams, Fire/Heat but provide no protection against other forms of attack Att bonus to Def
Magic	5	None	Paranormal	Att level x10 for Magical Powers; Magical Powers are bought normally -2 Att cost for -3, -5 or -8 Power Points Half PP cost if spell needs Focus, Ritual Double PP cost if spell is Silent or Still +1 PP cost to reduce Casting roll (starts from 4+)
Massive Damage	4	None	Normal	Att level increase to Strength when attacking with either ranged or melee attack
Mechanical Genius	3	Mind	Normal	Att level to build/repair items at 2, 5, 10, 20, 50, 100 times normal speed Att level/2 bonus to Craft checks
Meld	4, 8, 16	None	Paranormal	4 Pt/Lvl to meld with 1

Metamorphosis	10	None	Paranormal	Transform into a specific shape, +2 Pt for additional shape at current level or +1 Pt for additional shape at lower level Create metamorphosis template with appropriate Att and Defects Att level to change up to 5, 10, 15, 20, 25, 30 Character Points; CPs x3 if giving other characters defects
Might	5	None	Normal	Character is considered a Hero and has a store of Might points Max Att level based on highest Body, Mind or Soul stat
Mind Control	2-8	Mind	Paranormal	8 Pt/Lvl for anything with a mind, 6 Pt/Lvl for broad categories e.g. 'all monsters', 4 Pt/Lvl for specific categories, e.g. 'wolves', -2 Pt/Lvl if only induces particular emotion or mental state Use opposed Mind Stat to control, Att bonus above minimum required for level of mind control Lvl 1 simple, non-aggressive commands to 1 person

				Lvl 2 as Lvl 1 plus erasing brief events Lvl3 as Lvl 2 plus aggressive commands or non-aggressive for 2-6 people Lvl4, 5, 6 aggressive commands for 2-6, 7-20 or 21-50 people simultaneously or sequentially
Mind Shield	2	Mind or Soul	Paranormal	Add Att level to Mind or Soul Stat when resisting mental attacks
Natural Weapons	2	None	Racial	Att level number of attack forms Claws/Spikes not treated as unarmed Horns +1 Str when charging Spines successful unarmed attacks cause all attackers to suffer 1 Str 1 hit Tail Striker extra attacks not treated as unarmed Tentacles +1 to wrestling
Organisational Ties	1-3	Soul	Normal	1 Pt/Lvl organization exerts moderate power, 2 Pt/Lvl significant, 3 Pt/lvl great power Lvl 1 occasional support Lvl 2 respected status Lvl 3 middle rank Lvl 4 senior rank Lvl 5 controlling rank Lvl 6 rank that spans multiple organisations
Own a Big Mecha	4	None	Universal	Att level x20 Mecha Points May not have Stats unless AI, uses pilot's F, D and possesses no A and 1 W. May choose to have multiple mecha, shared mecha, living or non-living mecha

Personal Gear	1	None	Normal	Att level x1 major and x4 minor items No personal gear should have combat effects
Place of Power	1-2	None	Paranormal	Att level worth of Will
Precognition	1-2	Soul	Paranormal	1 Pt/Lvl no control over precog, 2 Pt/Lvl can be invoked Lvl 1 occasional (every couple of game sessions) Lvl 2 often (1 or 2 every game session)
Regeneration	8	None	Paranormal	Reduce Att cost by 2-4 Pt if uncommon or common attacks cannot be regenerated Lvl 1, 3, 5 Regen 1 W on a 5+, 3+, 2+ at the end of a round without movement or combat Lvl 2, 4, 6 Regen 1 W on a 5+, 3+, 2+ at the end of each round
Reincarnation	6	None	Paranormal	Lvl 1, 2, 3 occurs with ritual, after days or after minutes, but easily prevented Lvl 4, 5, 6 as Lvl 1, 2, 3 but difficult to prevent
Sensor	2	Mind	Paranormal	May be able to 'see' beyond normal range Att lvl for 1, 2, 5, 10, 20 or 50 kilometers
Servant	2-4	None	Universal	2 Pt/Lvl if servant cannot be changed Att level x5 Character Points to design Servant
Shape Change	4-6	Body	Paranormal, Racial	4 Pt/Lvl to either change self or others, 6 Pt/Lvl for both, -1 Pt if limited to single type

				of change Lvl 1 Minor changes, apparent age by 20% Lvl 2 Major changes of build, size, age up to 50%, gender Att level bonus or penalty to Appearance Att
Shield	3	None	Technological	Usually limited to Att Lvl 1 Att Lvl bonus to Defence, must have hands free
Sixth Sense	2	Soul	Paranormal	Spot check to see if more precise information can be gleaned, i.e. Detect Evil, Magic, Virtue, Empathy, Sense Spirits. Sense Truth Att Lvl number of categories
Size Change	2-4	Body	Paranormal	2 Pt/Lvl restricted to unidirectional changes Proportional increase in Strength Att Lvl to increase 25%, 50%, 100%, 200%, 1000%, 3000% in size
Skilled	1-5	Varies	Normal	Character is considered a Hero and may possess Skills Skills grant characters rerolls on a number of dice per turn when making relevant Stat checks
Special Defence	2	None	Universal	Completely immune or resistant to specific type of uncommon ailment or injury, i.e. Ageing, Blinding Light, Deafening Sound, Diseases, Poison Lvl 1 treat as half Str Lvl 2 completely immune
Special Movement	2	Body	Paranormal, Racial	Att Level number of special movement abilities Balance – never loses balance

Speed	4	Body	Racial, Technological	Att level to move at 1.5x, 2x, 3x, 4x, 5x, 6x normal speed
Spirit Ward	2	Soul	Paranormal	Supernatural creatures must expend Will point and make opposed Soul check against Att level to pass through ward Att level Str wound against passing creatures
Stealth	2	None	Paranormal, Technological	Att level bonus to Hide checks versus 1 type of Sense +1 Pt/Lvl per extra Sense
Super Strength	3, 4	Body	Racial, Technological	4 Pt/Lvl if applies only to single limb Att level bonus to Str based damage and Str feats
Swarm	4	Body	Paranormal	Transform into 10xWxAtt lvl of creatures Swarm's F is based on Att level and does S hit equal to WxAtt lvl. No D allowed (automatic hit) but swarm has number of Ws equal to number of creatures divided by 10.
Telekinesis	2-4	None	Paranormal	2 Pt/Lvl to move only particular type of matter – Air, Earth, Metal. Water,

				Wood Att Lvl to lift 1, 10, 100, 1000 kg, 10, 100 tons Opposed Body check versus Att to resist being moved, or may be used as a ranged attack at Att Str
Telepathy	2-6	Mind	Paranormal	2 Pt/Lvl is restricted, 4 Pt/Lvl if somewhat restricted Lvl 1 pick up loud surface thoughts and transmit single emotion Lvl2 pick up surface thoughts and transmit word, simple image or concept Lvl3 may edit senses, transmit conversation to one person or powerful image or word to 2-6 people Lvl 4 Invade a person's mind to probe for information, transmit conversation to 2-6 people Lvl 5 mind-probed victim does not remember, transmit conversation to 7- 20 people Lvl 6 may alter, delete or put in false memories, transmit conversation to 21- 50 people
Teleport	10-20	Mind	Paranormal	10 Pt/Lvl to teleport self or others only, 20 Pt/Lvl for both Att Lvl to teleport 10, 100m, 1, 10, 100, 1000km safely
Transmutation	2-8	Mind	Paranormal	8 Pt/Lvl if anything, 4 Pt/Lvl if specific category, 2 Pt/Lvl if very specific Lvl 1, 2, 3 may transmute mundane, minor or major

Tunneling	2	None	Racial, Technological	Att level to tunnel very slowly, like a bulldozer, snail's pace, walking speed, vehicle speeds and fast vehicle speeds
Unique Character Attribute	1-8	Varies	Normal, Universal	Catch-all Attribute, i.e. Wealth
Water Speed	2-3	None	Racial, Technological	3 Pt/Lvl if character can breathe both air and water Lvl 1 move at normal speed, x2 for each Att lvl
Weapon Attack	4	None	Universal	Str 1 attack +1 per Att level +1 Att lvl per Attack Ability 12" range Accurate - +1 to Shoot Affects Incorporeal Area Effect – affects everyone within 2", suffers half S wounds Aura – automatically affects anyone who hits character in melee combat Burning – attack inflicts extra ¼ Str over next d6 rounds or extra ½ Str over next d6 days Concealable Contagious – 3 abilities if mildly contagious (Stat roll with +3 modifier) or 6 abilities if highly contagious Drain Body - -1 Body level if wound is inflicted,

				recovered 1 point per hour of rest Drain Energy - -1 Wil if wound is inflicted Drain Mind - -1 Mind if wound is inflicted Drain Soul - -1 Soul if wound is inflicted Flare – Body Stat check for everyone within 6” (modified by Att level) to avoid being blinded for D6 rounds Flexible – Trip or disarm, -1 to enemy’s Defence if applicable Homing – 1 more chance to hit if misses. Counts as 2 abilities Incapacitating – Make a Stat roll at +2 bonus (modified by Att level) or be incapacitated for next round. Counts as 3 abilities Incurable – Wounds or effects do not heal normally. Counts as 2 abilities. Indirect – May make indirect shot at +2 penalty to Attack roll Irritant – Body Stat roll at +1 bonus (mod by Att level) or -1 to all Skill checks for D6 rounds. Knockdown – automatically knocks down enemy if hit. Counts as 2 abilities Linked (Attack) – Ability linked to another primary attack and counts as 2 abilities Linked (Attribute) – May be attached to following					attributes if character also possesses them – Dimensional Portal, Insubstantiality, Metamorphosis, Shape Change, Size Change, Teleport. Body Stat check (mod by Att level) or be affected. Long Range – May extend range to 18”. 24”, 42” or whole table. Muscle Powered – Add any damage bonus from Super Strength attribute No Regeneration – May not be recovered with regeneration or Healing Penetrating (Armour) – Armour Defence bonus is halved (round down) Penetrating (Force Field) – Force Field Defence bonus is halved Quake – Body Stat check (modified by Att level) or fall into crevice 1m deep (x2 per Att level) Soul Attack – opposed roll against Soul rather than Defence and counts as 5 abilities unless no Dmg Disability is taken (2 abilities) Spreading – Multiple targets within 2” of each other receive damage up to extra 1 every Att level, Att level penalty to D Stun – Delivers temporary damage, no in-Skirmish effect but killed characters are merely stunned
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				Tangle – Immobilises character if hit until tangle is destroyed (1 W per Att level) Trap – Mine or booby trap, successful Mind Stat check to reveal Unique Ability – Catch-all Vampiric – Lost Wounds, Stats or Will replenishes character's, 2 abilities if it can raise character's profile -1 Att level if Attack Disability is taken Backblast – ¼ damage suffered by user, 2 disabilities affects all within 2" Drop Shields – May only be taken if character has force field or shield which do not count for the round Exposed (Mecha Only) Extra Energy – Twice as much Will points to use as magical power Fixed (Mecha only) – Limited fire arc Inaccurate - +2 penalty to Attack rolls Internal – Attack is only usable inside mecha or other structure Limited Shots – runs out of ammo on 1 in D6, 2 in D6 or after 1 shot (counts as 1, 2, or 3 Disabilities) Low Penetration – 2x D from shield, armour and force field. Melee – Counts a 2 disabilities
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				No Damage Only in (Environment) Self-Destruct – 4 Disabilities, will kill character Short Range – half range to 6" Slow, Static – Takes up half movement or 1 Attack to prepare Stoppable – Projectile may be stopped by delivering 1/3 damage in same phase with shooting attacks Toxic – Non-living material and characters with Life Support are immune Unique Weapon Disability – catch-all Unreliable – Weapon malfunctions on an attack roll of 1
Will	4	None	Normal	Character is considered a Hero and has a store of Will points Max Att level based on highest Mind and Soul stat

<i>Mecha Only</i>				
Artificial Intelligence	4	Mind	Mecha	Lvl 1 – Basic Remote Control, uses operator's Stats Lvl 2 – Advanced Remote control, may do other things but suffers -1 penalty to all actions Lvl 3, 4, 5 - Semi-Autonomous, Body and Mind total 4, 6, 8 points Lvl 6 – Intelligent, Body, Mind and Soul Stats total 10 points
Extra Capacity	2	None	Mecha	Att level to carry, 1, 5, 10, 50,

				500 and 5000 extra people
Extra Endurance	2	None	Mecha	Att level to operate full day, several days, weeks, months, years, indefinitely
Mecha Regeneration	8	None	Mecha	Lvl 1, 3, 5 may regenerate 1/10 of Wounds when shut down every hour, 5 minutes or round. Lvl 2, 4, 6 as Lvl 1, 3, 5 but may do so when operating
Mechanical Transformation	4, 8	None	Mecha	8 Pt/Lvl if full powered form, 4 Pt/Lvl if half-powered form Each form must have same level of Mechanical Transformation Att level of extra forms
Merging	4	None	Mecha	May combine into 1 giant mecha. Design as new mecha with Mecha Points equal to highest point mecha, plus 1/3 rd of all other mecha Att level to merge 2, 4, 8, 12, 20 and 50 Mecha
Multiple Mecha Attacks	10	None	Mecha	Extra Att level in attacks when in mecha
Special Equipment	4	Varies	Mecha	Att level to provide 1 small, moderate, good, great, powerful, incredible non-combat advantage
Subordinate Mecha	2	None	Mecha	10 Pts or 1/10 of mecha points of primary mecha, whichever is less Master mech uses 1, 2, 3-5, 6-10, 11-20 or 21-50 subordinate mecha
Summonable	8	None	Mecha	Lvl 1 Mecha takes several rounds to appear Lvl 2 Mecha takes 1 round to summon
Super Transformation	6, 10	None	Mecha	Similar to Transformation without restriction
Toughness	7	None	Mecha	Additional Att level in

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Defects

Defects represent small disadvantages which characters must overcome and grant each character bonus Character Points.

Defects	Point Cost /Level	Type	Details
Ageism	1-2	Normal	1 BP Slight 2 BP Obvious
Attack Restriction	1-2	Normal	1 BP Applies to only a few people 2 BP Applies to a number of people
Awkward	1-2	Normal	1 BP generally clumsy or accident prone 2 BP Very awkward. Reduce Fight and Dex-based Body checks by 1
Awkward Size	1-6	Special	1-6 BPs if character is as large as a horse, elephant, brontosaurus, ship, large ship, or titanic. +BP level to hit when shooting
Bane	1-2	Special	1BP Minor dmg 4+ to wound from otherwise non-damaging substances 2BP Automatic W per round
Cannot Talk	1-2	Normal	1BP may make sounds but not talk 2BP may not communicate verbally at all
Conditional Ownership	1-2	Special	1 BP Mild conditions imposed on mecha's ownership and usage 2 BP Strict conditions
Cursed	1-2	Special	1 BP Small disadvantage 2 BP Big disadvantage
Diminutive	3 or 6	Special	3 BP size of a rodent, S divided by 5, -2 to hit 6 BP size of a bug, S divided by 10, -4 to hit
Easily Distracted	1-2	Normal	1 BP easily distracted by specific trigger or broad infrequent trigger 2 BP easily distracted by a number of triggers or 1 encountered frequently
Girl/Guy Magnet	1-2	Normal	1 BP a couple of girl/guy characters are actively chasing the character 2BP Swarms, a new one every adventure or two

Hangar Queen	1-2	Special	1 BP Equivalent time in repair or maintenance as operating 2 BP Double time in repair or maintenance
Inept Combat	1-2	Normal	1 BP Fight reduced by 1 2 BP Fight reduced by 2
Involuntary Physical Change	1-2	Special	1 BP Infrequent 2BP Frequent, or infrequent but very disadvantageous
Magical Restrictions	1-2	Special	1 BP 1 or 2 minor restrictions 2 BP 1 major or 2-5 minor restrictions Minor restrictions include must wear specific clothing, body paint, dependent on patron or god, minor taboos, half magic dependent on possession of particular item Major restrictions include magic does not work in contact with metal, blood sacrifices, functions only half the time, all magic dependent on particular item
Marked	1-2	Normal	1 BP Easily concealed 2 BP Difficult to conceal
Nemesis	1-2	Normal	1 BP Not actively harming the character or interfering infrequently 2 BP Actively harming character or interferes frequently
Not So Fast	1-2	Normal	1 BP - -1 penalty to Dex-based checks and ¼ speed 2 BP - -2 penalty and ½ speed
Not So Strong	1-2	Normal	1 BP - -1 penalty to S 2 BP - -2 penalty to S
Not So Tough	1-2	Normal	1 BP - -1 Defence 2 BP - -2 Defence
One Arm/No Arms	1-2	Normal	1 BP - Only 1 arm 2 BP - No arms
One Way Transformation	1-2	Special	1 BP - Several hours or special circumstances to transform 2 BP - As above but requires expensive or hard to find ingredients
Owned by a Megacorp	1-2	Normal	1 BP - Partial ownership 2 BP - Total ownership

Phobia	1-2	Normal	1 BP – Minor phobia 2 BP – Significant phobia
Physically Unappealing	1-2	Normal	1 BP - -2 penalty to Diplomacy checks 2 BP - -4 penalty to Diplomacy checks
Recurring Nightmares	1-2	Normal	1 BP – Infrequent and has a small effect on lifestyle 2 BP – Frequent and has a large effect on lifestyle
Red Tape	1-2	Normal	1 BP – Before or after a major action or is easy to manage 2 BP – Before and after a major action and is difficult to manage
Restricted Ground Movement	1-2	Special	1 BP – Can only operate on smooth roads, treat all other terrains as 1 type worse 2 BP – No ground movement
Restricted Path	1-2	Special	1 BP - Restricted to a large path, i.e. national railway line 2BP – Restricted to a small path, i.e. around a single building
Sensory Impairment	1-2	Normal	1 BP – diminished primary sense or lost secondary sense 2 BP – lost primary sense or 2 diminished primary senses
Significant Other	1-2	Normal	1 BP – S.O. is rarely in grave danger or appears infrequently 2 BP – S.O. is often in grave danger or appears frequently
Skeleton in the Closet	1-2	Normal	1 BP – Difficult to discover, consequences are not too severe, and reputation is impacted slightly 2 BP – Easy to discover, consequences are severe, and reputation is seriously impacted
Special Requirement	1-2	Special	1 BP – Easy to obtain or rarely needed 2 BP – Difficult to obtain or is needed often
Unique Character Defect	1-2	Normal or Special	Catch-all 1 BP – Occurs rarely or has a small effect on character 2 BP – Occurs frequently or has a large effect

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Heroes and Warriors

Heroes are extraordinary individuals – stern, mighty and dangerous, with special destinies. A hero can fight and defeat several ordinary warriors with ease.

The same character creation process is used for both heroes and warriors. However, only heroes have Skills, Might, Will and Fate points. Also, only heroes have the potential to gain XP from skirmish to skirmish.

To reflect the difference between heroes and warriors, the cost of each warriors is **divided by 3** (round down).

Skills

Only Heroes possess Skills. Skills represent the acquisition of competencies that provide a Character rerolls in Stat checks made in the competency.

While each Skill is generally tied to a particular Stat, exceptions can be made when appropriate depending on the Storyguide's discretion.

The table below gives the cost in Character Points needed to acquire 1 rank in each skill.

Body		Mind		Soul	
Athletics	3	Craft	4	Bluff	2
Hide	4	Intimidate	4	Diplomacy	3
Legerdermain	4	Knowledge	2	Handle Animal	3
Melee	5	Profession	3	Leadership	4
Ranged	5	Survival	3	Perform	2
Swim	1	Use Device	4	Spot	3

Derived Characteristics

While the roleplaying in Starfall makes use of the 3 stats extensively, the Skirmish game makes common use of 'derived' characteristics. These are based directly on the Body, Mind and Soul Stats and thus do not afford any choices of point distribution. For ease of reference, they are in the stat line.

Fight – This characteristic governs the character's ability in physical conflict including your character's abilities in attacking and defending.

A character's Fight value is calculated by adding together all Stat Values and dividing by 3, rounding down and adding any levels in the 'Combat Expert' Attribute

Shoot – This secondary characteristic governs the character's ability in shooting or throwing a ranged weapon.

A character's Shoot value is calculated by adding Body and Mind Values together and divided by 2, rounding down, adding any levels in the 'Combat Expert' Attribute.

Strength – This characteristic indicates how strong a character is and how powerfully he can strike his enemies.

A character's Strength score is his base Body characteristic, modified by any Attributes such as 'Massive Damage', or Defects.

Defence – A warrior's Defence value (D) indicates how tough or resilient he is.

A character's Defence score is calculated by adding Body and Soul Values together and dividing by 2, rounding down, modified by any 'Armour' and 'Shield' Attributes he has.

Attacks – The Attacks value indicates how many strikes a warrior makes when he wins a fight.

All characters start with 1 Attack, modified by any levels in the Attribute 'Extra Attacks'.

Wounds – The Wounds value indicates how many wounds a warrior can suffer before he is slain.

All characters start with 1 Wound, unless they possess the Attribute 'Damn Healthy!'

Courage – This characteristic shows how brave and determined the warrior is.

The characteristic is calculated by averaging the Mind and Soul Values, rounding down and adding any rank in 'Aura of Command' Attribute.

Heroic Characteristics

Other than skills, heroes differentiate themselves from warriors by having 3 heroic characteristics, which can only be acquired by purchasing the relevant Attributes.

Might – This represents a Hero's ability to perform heroic feats. When a dice is rolled on behalf of a Hero to resolve the effect of something it has done, its score can be adjusted by expending Might. Might can also be used to perform heroic actions.

A character's maximum Might score is limited by his highest value among Body, Mind and Soul.

Fate – Fate represents a Hero's destiny and as such preserves him from harm, where

ordinary warriors would otherwise die. A hero who loses a wound may expend 1 or more Fate points to avoid the wound on a 4, 5, or 6.

The maximum Fate score is equal to the character's Body or Soul, whichever is higher.

Will – This value represents a Hero's willpower and determination, and is also a measure of his ability to employ or resist magical powers. Will points can be expended by the Hero in the same way as Might points, but only to modify the result of dice rolls to pass a Courage test.

A hero with magical powers may also attempt to use one power once in any turn, during the Move phase, as long as the hero is free to move. He must be able to see the target in question and may nominate the number of Will dice to use. Roll all the dice together – if the highest scoring dice equals or beats the target number required then the Hero has succeeded. The target may resist the effect if he is also a Hero by expending any number of Will points to equal or exceed the highest scoring dice of the attacker.

A character's maximum Will score is equal to his Mind or Soul, whichever is higher.

Background Points

Players who work out a good write-up of their character's background can be freely awarded 1-4 Character Points which may be used to purchase Stats or Attributes.

